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IN THE CLAIMS

1. (currently amended): A resonance generation device of an electronic musical instrument including a keyboard comprising keys including at least one depressed key and a played key, and a digital signal processing unit artificially creating a resonance; the resonance generation device comprising:

a key depression detector detecting whether the depressed key is already depressed at a time when the played key different from the depressed key is played, wherein the played key is played when not all remaining keys are already depressed ;

a specific relation detector detecting a specific relation between a pitch of the played key and a pitch of the already depressed key; and

a musical sound generator generating a predetermined musical sound based on the specific relation between the pitch of the played key and the pitch of the depressed key;

wherein a position, which generates [[a]] the musical sound set in advance based on the specific relation between the pitch of the played key and the pitch of the depressed key, is a position of the depressed key; [[and]]

wherein the musical sound generator comprises a data table including specific relations and resonance pitches, the resonance pitches being a function of the specific relations;

wherein a resonance pitch from the data table is added to the musical sound, and the resonance pitch is one of (a) the pitch of the depressed key, (b) the pitch of the played key, or (c) the pitch of the depressed key plus a third pitch comprising an additional number of semitones above the pitch of the depressed key;

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wherein the resonance pitch is extracted from the data table in response to the detected difference in pitch; and

wherein the digital signal processing unit generates a musical sound including the resonance pitch.

~~wherein a musical sound, which is generated when the pitch of the depressed key and the pitch of the already played key are in the specific relation, is the musical sound of the depressed key and the musical sound set in advance based on a specific relation between the pitch of the played key and the pitch of the depressed key.~~

2. (previously presented): The resonance generation device of the electronic musical instrument according to claim 1,

wherein said musical sound generator generates a monaural resonance, the generated monaural resonance being output from left-and-right speakers with a respective volume in accordance with a position of the depressed key to make sound generation position panning.

3. (previously presented): The resonance generation device of the electronic musical instrument according to claim 2,

wherein said musical sound generator controls the volume of the resonance based on a relation between a position of the played key and the position of the depressed key.

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4. (currently amended): A resonance generation method of an electronic musical instrument including a keyboard comprising keys including at least one depressed key and a played key, and a digital signal processing unit artificially creating a resonance; the resonance generation method comprising:

a key depression ~~detector~~ detecting process detecting whether the depressed key is already depressed at a time when the played key different from the depressed key is played, wherein the played key is played when not all remaining keys are already depressed ;

a specific relation detecting process detecting a specific relation between a pitch of the played key and a pitch of the already depressed key; and

a musical sound generation process generating a predetermined musical sound based on the specific relation between the pitch of the played key and the pitch of the depressed key;

wherein a position, which generates [[a]] the musical sound set in advance based on the specific relation between the pitch of the played key and the pitch of the depressed key, is a position of the depressed key; [[and]]

wherein the musical sound generation process comprises providing a data table including specific relations and resonance pitches, the resonance pitches being a function of the specific relations;

adding a resonance pitch from the data table to the musical sound, wherein the resonance pitch is one of (a) the pitch of the depressed key, (b) the pitch of the played key, or (c) the pitch of the depressed key plus a third pitch comprising an additional number of semitones above the pitch of the depressed key;

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extracting the resonance pitch from the data table in response to the detected difference in pitch; and

generating a musical sound, including the resonance pitch, in the digital signal processing unit.

~~wherein a musical sound, which is generated when the pitch of the depressed key and the pitch of the already played key are in the specific relation, is the musical sound of the depressed key and the musical sound set in advance based on a specific relation between the pitch of the played key and the pitch of the depressed key.~~

5. (currently amended): The resonance generation method of the electronic musical instrument according to claim 4,

wherein said musical sound generation process ~~generates~~ includes generating a monaural resonance, the generated monaural resonance being output from left-and-right speakers with a respective volume in accordance with a position of the depressed key to make sound generation position panning.

6. (currently amended): The resonance generation method of the electronic musical instrument according to claim 5,

wherein said musical sound ~~generator controls~~ generation process comprises controlling the volume of the resonance based on a relation between a position of the played key and the position of the depressed key.

7.-8. (canceled)

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9. (previously presented): A computer program product for executing the resonance generation method according to claim 4.

10. (previously presented): A computer-readable recording medium recording a computer program for executing the resonance generation method according to claim 4.

11. (currently amended): A resonance generation method of an electronic musical instrument including a keyboard comprising keys and a digital signal processing unit artificially creating a resonance; the resonance generation method comprising:

detecting an occurrence of a key-on event, of a played key;

determining whether a depressed key is already depressed at the time of the key-on event;

(a) if no key other than the played key is depressed, performing a normal sound generation process;

(b) if any key other than the played key is depressed, performing a strings resonance process further comprising

(i) determining whether the played key and the depressed key are in a specific pitch relation which is set in advance, and

(ii) generating a predetermined musical sound based on the specific pitch relation between the played key and the depressed key; wherein, in the step of generating,

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a position, which generates ~~[[a]]~~ the musical sound set in advance based on the specific relation between the pitch of the played key and the pitch of the depressed key, is a position of the depressed key; and

wherein the musical sound generation process comprises providing a data table including specific relations and resonance pitches, the resonance pitches being a function of the specific relations;

adding a resonance pitch from the data table to the musical sound, wherein the resonance pitch is one of (a) the pitch of the depressed key, (b) the pitch of the played key, or (c) the pitch of the depressed key plus a third pitch comprising an additional number of semitones above the pitch of the depressed key;

extracting the resonance pitch from the data table in response to the detected difference in pitch; and

generating a musical sound, including the resonance pitch, in the digital signal processing unit.

~~the musical sound, which is generated when the pitch of the depressed key and the pitch of the already played key are in the specific relation, is the musical sound of the depressed key and the musical sound set in advance based on a specific relation between the pitch of the played key and the pitch of the depressed key.~~

12. (currently amended): The resonance generation method of the electronic musical instrument according to claim 11, wherein the depressed key constitutes a first depressed key, and further comprising steps of:

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determining whether a second key is already depressed at the time the key-on event;

if the second key is depressed, then performing a strings resonance process further comprising

(i) determining whether the played key and the second depressed key are in another specific pitch relation, and

(ii) generating another predetermined musical sound based on the specific pitch relation between the played key and the second depressed key.

13. (currently amended): The resonance generation method of the electronic musical instrument according to claim 12, further comprising steps of:

determining whether a third key is already depressed at the time the key-on event;

if the third key is depressed, then performing a strings resonance process further comprising

(i) determining whether the played key and the third depressed key are in a specific pitch relation, and

(ii) generating still another predetermined musical sound based on the specific pitch relation between the played key and the third depressed key.

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14. (previously presented): The resonance generation method of the electronic musical instrument according to claim 13, comprising generating no predetermined musical sound based on the specific pitch relation between the played key and an n th already-depressed key, where n is an integer greater than three.

15. (previously presented): The resonance generation method of the electronic musical instrument according to claim 11, comprising controlling a volume of the resonance as a function of the specific pitch relation between the played key and the depressed key.